To the teacher of these lessons:

This series of lessons utilizes a concept for the classroom known as “Gamification.” More on the subject may be located: [the what](https://www.edsurge.com/news/2014-12-12-the-why-s-and-how-s-of-gamifying-your-classroom), [the why](http://blog.tophat.com/4-ways-to-gamify-learning-in-your-classroom/), [more on the why](http://neatoday.org/2014/06/23/gamification-in-the-classroom-the-right-or-wrong-way-to-motivate-students/), [plus one more why](http://www.educationworld.com/a_news/bringing-gamification-classroom-322693005), and the [exhaustive list of examples](http://www.educatoral.com/wordpress/gamification/). In this unit, we utilize Gamification as a method to engage the learners deeper into content.

*What this should NOT be…*

This should not be treated as a competition-based assignment of student-against-student. Rather, the competition should be internal and self-reflective; self-against self. Obviously, you will always have that one student(s) who will “chase the grade,” so to speak, and attempt to complete every task so they can get every badge possible. But that’s OK. This tool can open the door to having the honest conversations with students about self-motivation (“do you feel you did as well as you could have?”), as well as self-reflection (“do you feel you maximized your learning, or maximized your achievements?”).

Have fun with this tool, and know that the tasks listed are not set in stone. You may feel free to change up the task/assignments to achieve a level. You may also feel free to change up the Sheet as you wish. You’ll just need to review the “directions” page, which is hidden (click “see hidden pages” in order to locate).

Above all, have fun with this. Let your imagination, and the imagination of the students run wild with this. The sky is really the limit.

Happy Trails,

Doug P.